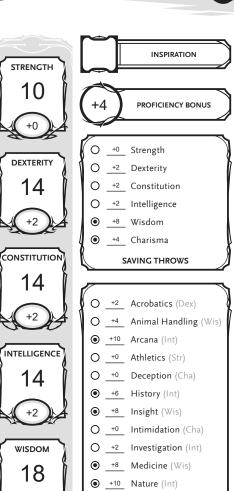


Cleric 9 Acolyte CLASS & LEVEL BACKGROUND PLAYER NAME Githzerai Lawful Neutral 48,000 **EXPERIENCE POINTS** RACE ALIGNMENT



+4

Perception (Wis)

+0 Performance (Cha)

_+2 Sleight of Hand (Dex)

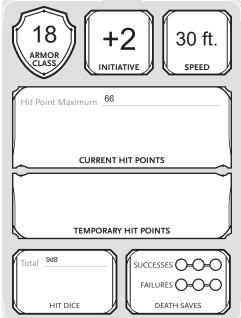
SKILLS

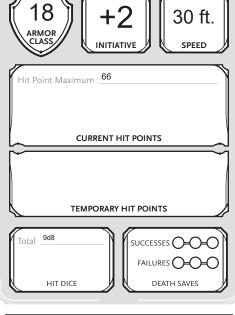
O +0 Persuasion (Cha)

+6 Religion (Int)

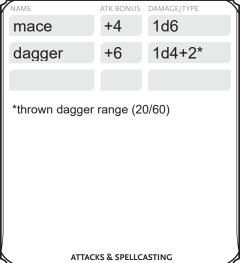
O _+2 Stealth (Dex)

O _+4_ Survival (Wis)









Ritual Casting.

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

FLAWS

Channel Divinity (2/rest).

CD: Turn Undead.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage

Destroy Undead.

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its CR 1 or lower.

CD: Read Thoughts.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Blessings of Knowledge.

You gain proficiency in Arcana and Nature and your proficiency bonus is doubled for any ability check you make that uses either of those skills. (Already figured in)

Potent Spellcasting.

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Armor.

CHARISMA

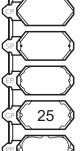
Light Armor, Medium Armor, Shields

Weapons. Simple Weapons

Languages.

Common, Elvish, Gith, Gnomish

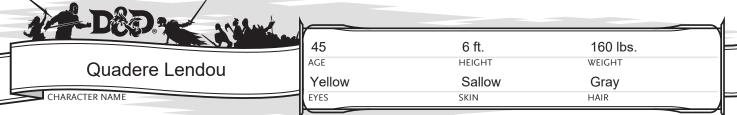
OTHER PROFICIENCIES & LANGUAGES

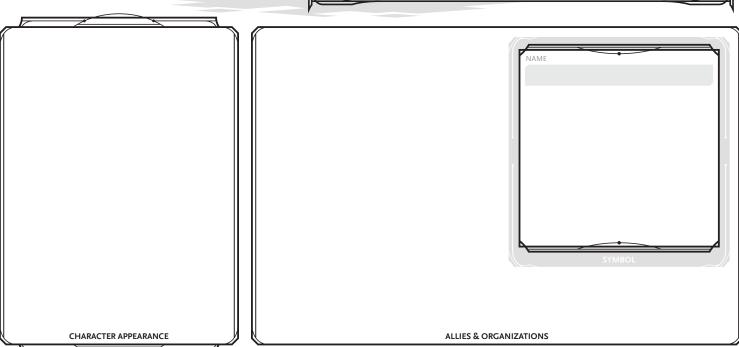


mace, scale mail, dagger, sentinel shield (see reverse), holy symbol, common clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments, 2 potions of healing

EOUIPMENT





Shelter of the Faithful.

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

Mental Discipline.

You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the shield spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the detect thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

sentinel shield

While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The shield is emblazoned with a symbol of an eye.

CHARACTER BACKSTORY

TREASURE

0 CANTRIPS	3 3 3	(6)
Guidance	O_Nondetection	0
Light	Speak with Dead	O
Sacred Flame	O_Beacon of Hope	0
Spare the Dying	O_Mass Healing Word	0
	Spirit Guardians	0
	0	0
	0	0
	0	0
=	0	0
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0	
1) 4	0	[[7]
εγAo	0	
SPELL NAME	0	0
O_Command		0
O_Identify	4 3 0	O
O_Bless		0
O_Cure Wounds	Arcane Eye	0
Guiding Bolt	O_Confusion	0
O Healing Word	Freedom of Movement	0
0	O Stone Shape	0_
0	0	0
0	0	
•	•	
0		
0	0	
0	0	0
	0	0
2 3 3	0	0
	0	0
O_Augury	0	0
Suggestion		0
O_Lesser Restoration	5 1	0
Prayer of Healing		
Spiritual Weapon	C Legend Lore	9
0	Scrying	
0	Mass Cure Wounds	0
0	0	0
	0	
0	0	0
0	0	0
0	0	0
0	0	0